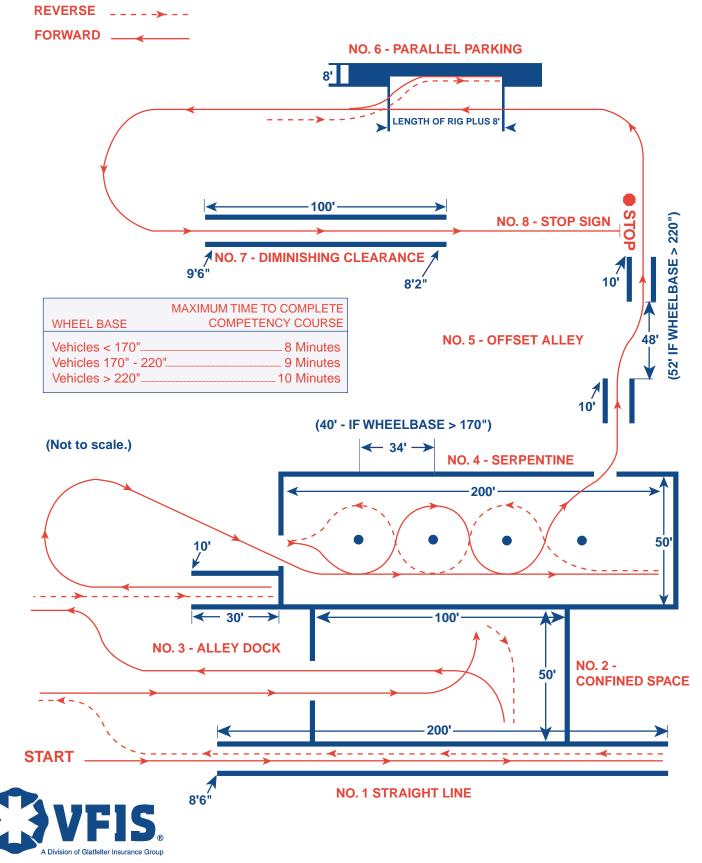
COMPETENCY COURSE



For more information, see instructor's guide and videotape.



Competency Course Scoresheet Emergency Vehicle Driver Training Program

The competency course is designed to measure driver proficiency in handling emergency vehicles. It is one portion of a four-part comprehensive emergency vehicle driver training program and should be utilized with the overall program. Through its use, the progress of each emergency vehicle driver can be measured over a period of time. The competency course is designed to duplicate eight situations in which the driver's skill, judgment, and knowledge of the limitations of the emergency vehicle, are required for effective maneuvering. This course is based on Appendix A of the NFPA #1002 publication entitled *Fire Department Vehicle Driver/Operator Professional Qualifications*. See other side for course layout schematic.

Driver:	Vehicle:	
Wheelbase:	Overall Vehicle Length:	
Date:	Max. Allowable Time:	
Instructor:	Safety Officer:	

Scoring of Competency Course

Time is only applied as acceptable or unacceptable (too slow). There should be no time comparisons between drivers, and it is recommended that actual times be recorded by the instructor, only for the purpose of measuring a driver's individual improvement. Penalty points are awarded as follows:

Penalty Point Schedule								
	Station	Error	Penalty					
No. 1 - 8	All	Each cone brushed, moved or overturned	10 points					
		Cross any line, each time crossed	3 points					
No. 3 and 8	Alley Dock and	Stop more than 6" but less than 12" from the measured point .	3 points					
	Stop Exercise	Stop 12" or more but less than 18" from the measured point	6 points					
		Stop 18" or more from or go past the measured point	10 points					
No. 6	Parallel Park	Park 12" or more from the curb	3 points					

Completion and Scoring Record - Competency Course

Driving		Course Station #							Total	Scorekeeper's
Time	No. 1	No. 2	No. 3	No. 4	No. 5	No. 6	No. 7	No. 8	Penalty Points	Initials
Run 1										
Run 2										
Run 3										
Run 4										
Run 5										
Run 6										

Remarks: